Asterix®

AT THE OLYMPIC GAMES

étranges libellules

ATARI

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-55035

1 or 2 Players • Memory Card (8MB) (for PlayStation®2): 600KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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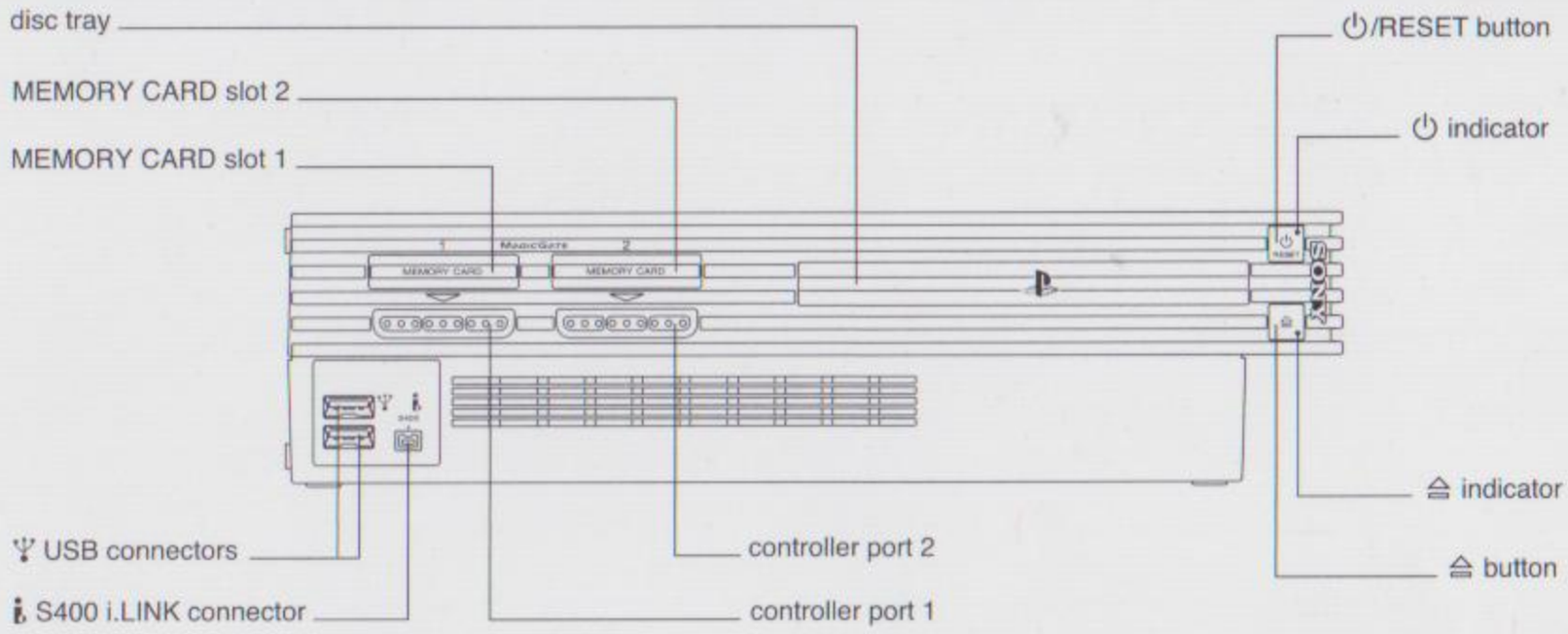
GETTING STARTED

MENU CONTROLS



** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.*

- Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.

-Connect the controller to controller port 1 and switch on the console using the MAIN POWER switch ⏻ located on the back of the console.

-Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button to open the disc tray.

-Insert the ASTERIX AT THE OLYMPIC GAMES disc in the disc tray with the label side facing up. Press the ⏏ button again to close the disc tray.

-Insert your memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1, if you want to load or save a game ASTERIX AT THE OLYMPIC GAMES requires 600KB free space on your memory card (8MB) (for PlayStation®2) to save your game settings and progress.

- Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

- This title auto-loads save data at boot-up. Please ensure that your memory card (8MB) (for PlayStation®2) is inserted prior to switching on the console."

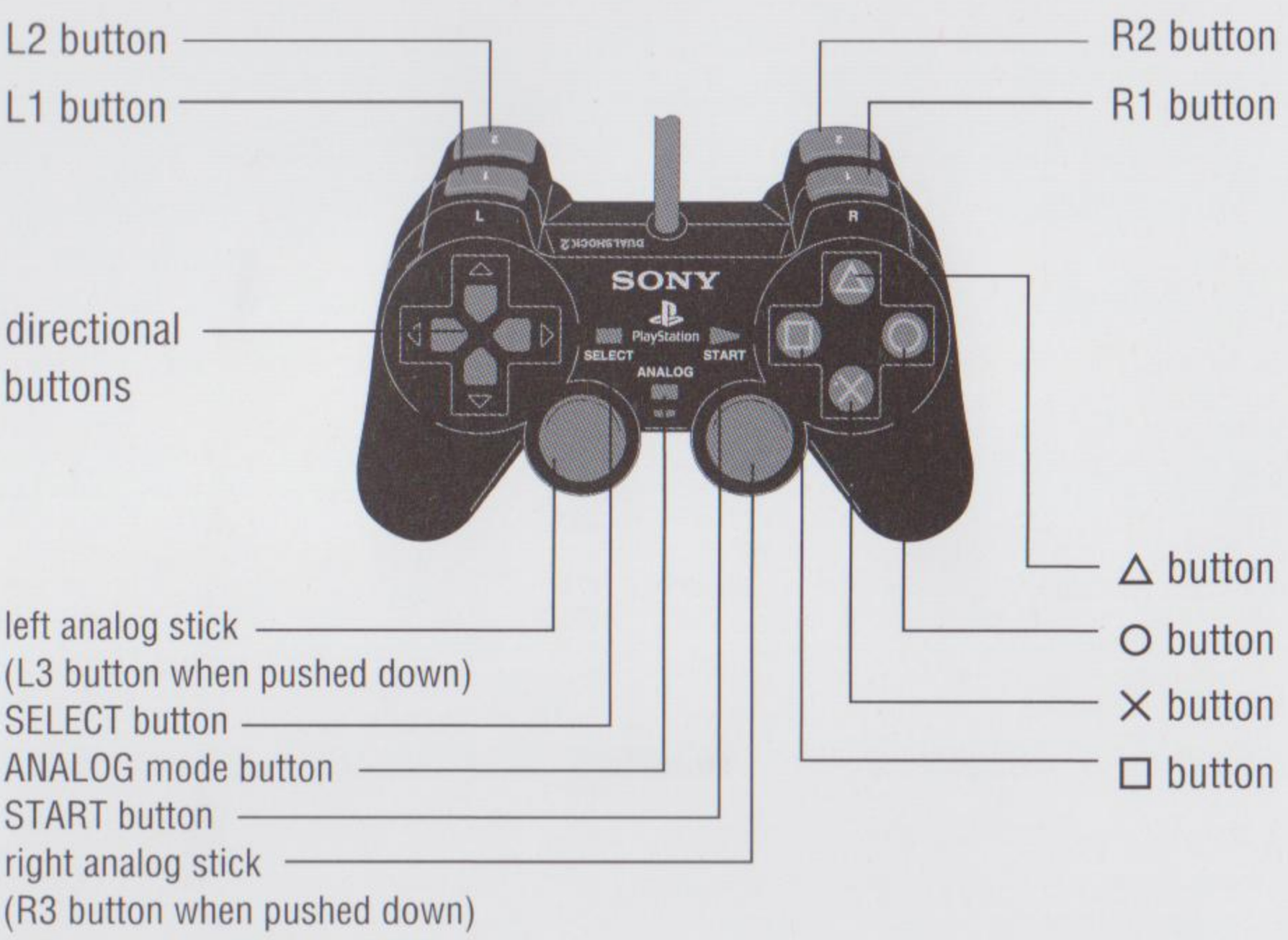
Note:

- ASTERIX AT THE OLYMPIC GAMES is compatible with the analog controller (DUALSHOCK®2) and analog controller (DUALSHOCK®). Insert your controller into controller port 1.

- Do not plug in or remove peripherals while the console power is ON.

- When the language selection screen appears, select your preferred language by using the directional buttons, select APPLY and press the ⊗ button.

GAME CONTROL



WELCOME TO ASTERIX AT THE OLYMPIC GAMES

For our famous heroes there is only one way to help young Lovestorix win the hand of the beautiful Princess Irina-win the Antique Games! But at every turn vile Brutus stands in their way, plotting to overthrow his adopted father, Julius Caesar, and scheming to win the hand of Irina for himself!

But as events are warming up, Sam Schieffer reveals to his Gaulish friends the existence of an "inter-dimensional key" that can be used to travel between parallel worlds! The news spreads panic among the druids: the fragile equilibrium between worlds is compromised!

Asterix, Obelix, and of course Dogmatix, set out for Olympia with their friends Getafix, Lovestorix, and Sam Schieffer, in order to eliminate two birds with one stone: win the games, and recover the inter-dimensional key.

Prepare to embark on an epic adventure, participate in breathless sporting events and encounter enemies from all over the parallel worlds! And by Toutatis - may the best Gaul win!

CONTROLS

MENU CONTROLS

Controls	Actions
Left analog stick or directional buttons	Navigate the menus
⊗ button	Validate / Select
△ button	Cancel / Back

GAME CONTROLS

General Controls	Actions
START button	Pause / Pause Menu
Left analog stick	Move the lead character
Right analog stick	Camera control
R1 button	Switch character or pass the camera to the other player (Two player mode)
R2 button	Launch Dogmatix into battle (when controlling Obelix)
Hold R2 button	Use Dogmatix's compass (when controlling Obelix)
⊗ button	Jump
⊗ button (twice)	Double Jump
□ button	Bash an enemy / Contextual action
○ button	Charge
□ button at the end of a Charge	Thump*
⊗ button, □ button	Jump Bash
⊗ button, ○ button	Straight Bash (stun enemy)
⊗ button (twice), ○ button	Bomb Jump
L1 button	Parry* a blow
⊗ button (twice), □ button	Smash Bash (for a thrown enemy)
⊗ button, △ button	Grab a thrown enemy
△ button	Grab (stun enemy)

Controls with a grabbed enemy	Actions
□ button several times	Swipe
○ button	Crunch (stocks Roman in the clouds for Roman Rain)
△ button (twice)	Twirling

Controls with a twirling enemy	Actions
◎ button	Whip* / Super Whip*
⊗ button (twice)	Power Hammer*
△ button	Throw enemy
R1 button	Throw enemy to other player

Controls for Roman Rainstorm	Actions
Hold L2 button	Aim
Right analog stick	Select enemies
Release L2 button	Roman Rainstorm on selected enemies

Controls for Twister	Actions
⊗ button, ▣ button, △ button, ◎ button	Start the Twister (Asterix must be under the effect of Magic Potion)
Left analog stick	Direct the Twister
▣ button repeatedly really fast	Accelerate the Twister

*These Special attacks need to be unlocked in the game.

FLASH MODE

If you bash Romans fast enough, Asterix and Obelix's fists will start flashing. When this happens, it's time for the Flaming Attack. Controls for Flaming Attacks are the same as for classic attacks—they're just more powerful.

You can also buy improved attacks: "Flash" (go into Flame mode after 10 hits); and Super Flash, (go into Super Flame mode after 20 hits).

HOW THE GAME WORKS

Explore the village and its surroundings during the game. More locations become accessible as you progress through the adventure – once unlocked you can visit them whenever you like. The stadium is reserved for sports events, but you can play all the unlocked events as often as you want. Don't hesitate to take the time to get used to the controls.

TWO HEADS ARE BETTER THAN ONE!

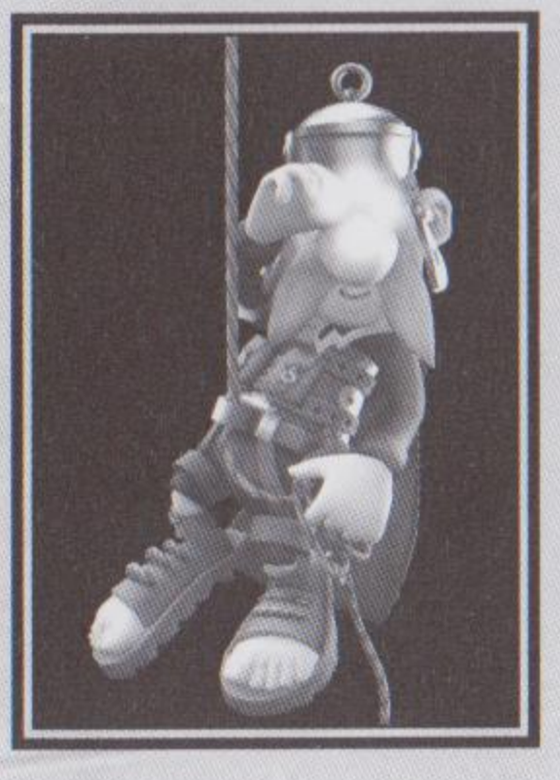
During the adventure you can switch character from Asterix to Obelix and back again by pressing the R1 button. During parts of the game, you will come across mechanisms that will be part of a puzzle. You will have to choose which character can best cope with the problem at hand.

DOGMATIX

When you control Obelix, press the R2 button to send Dogmatix into the fray and floor your opponents (he doesn't work on all enemies though!). He's also handy when it comes to sniffing out pigeons in cages. Hold down the R2 button.

SPECIAL ACTIONS

When a special action is possible, you will see the name of the action and the button to use.

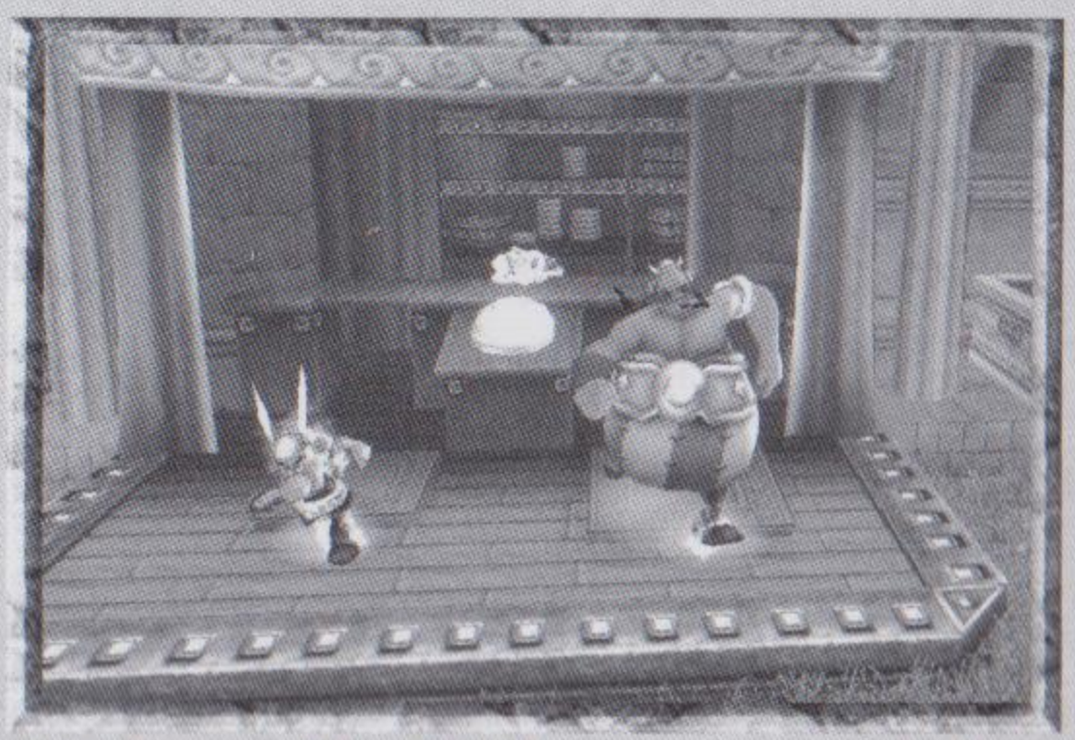


SAM SCHIEFFER – Clue Man

Sam is conducting his own investigation. He'll turn up from time to time however to tell you his discoveries and to help you in your mission.

SAVING GAMES

You can save your progress by going into the any of the ticket offices that can be found along the roads. When you load the game, you will start next to the location where you last saved your game. You must have at least 600KB on your memory card (8MB) (for PlayStation®2) in order to save your progress.



To load a saved game, select "LOAD GAME" from the Main menu, and then select the slot where you made the save.

MAIN MENU

NEW GAME

There are two main objectives in this mode: win the Antique Games and recover the inter-dimensional key. If this is the first time you are playing ASTERIX AT THE OLYMPIC GAMES, you will have to choose a location to save your games before accessing the Game Menu.

Game Menu

Solo Game	Start a new game, or continue playing the current game.
2 Player Game	Start a new two-player game, or continue playing the current game in two-player mode.
Bash List	Access a list of fighting moves and their explanations.
Statistics	You can view statistics of your progress through the game: Pigeons, Helmets and Max Hits.
Options	See Options page 11.
Bonus	See the various bonus items you have unlocked.
Quit Game	Return to the Main Menu.

LOAD GAME

Load a game you have already saved and pick it up where you left off.

ANTIQUE GAME MODE

In this mode only your performance counts! You can compete in all the events, or try to beat the records, either solo or with a friend. You can even play characters other than Asterix or Obelix, such as a member of the delegation from any country and even Brutus himself!

OPTIONS

Choose Options from the Main Menu or the Pause Menu to adjust various game settings. Use the left analog stick or the directional buttons to select an option. Press the ⊗ button to go to that option.

CHAPTERS

'Chapters' takes you straight to the start of each different part of the game. Careful! If you start at the end of the game, it's like starting to watch a film at the final scene; you'll end up ruining the rest of the story!

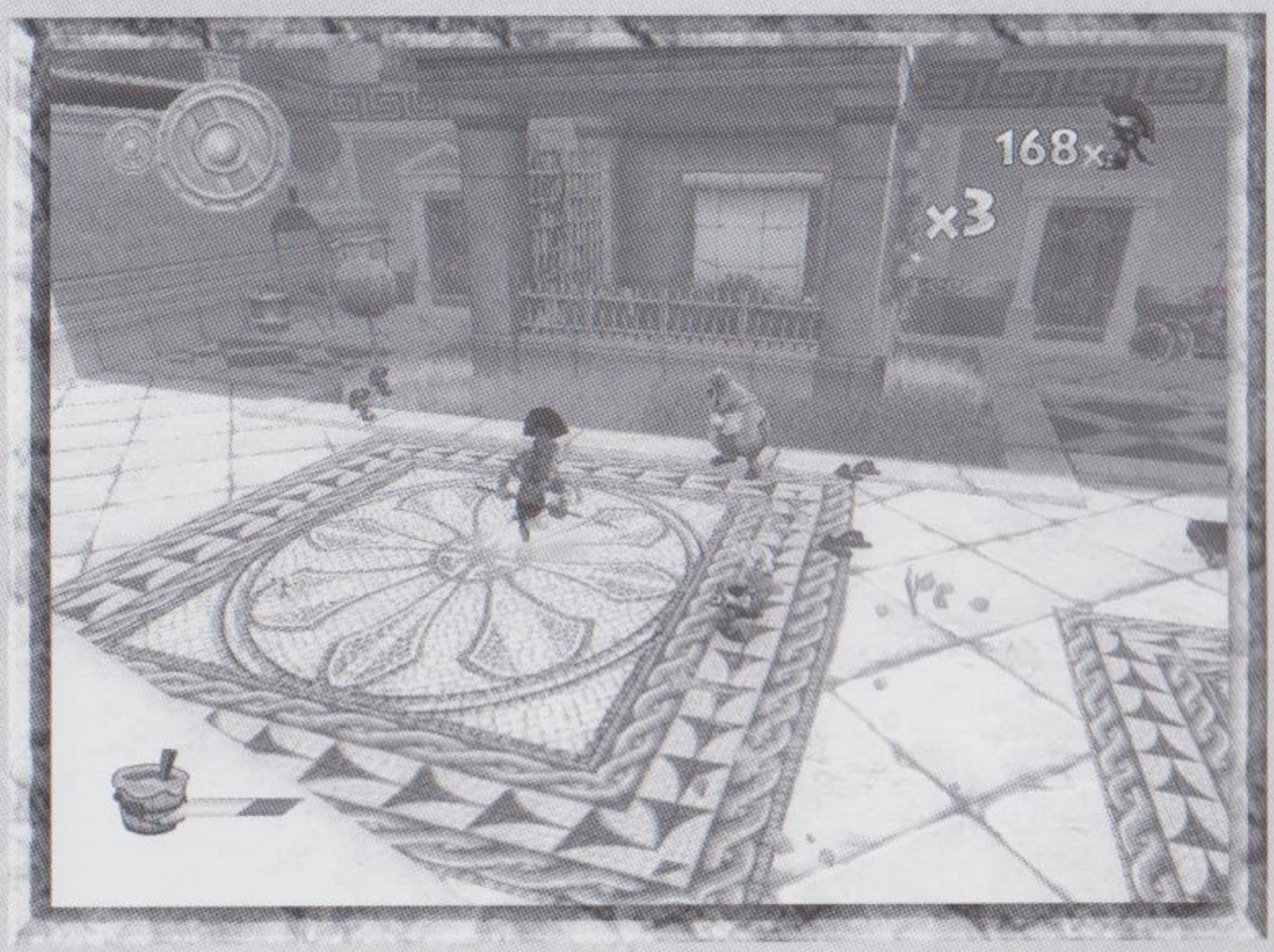
RECORDS

To consult your records.

CREDITS

See the names behind the game.

GAME SCREEN

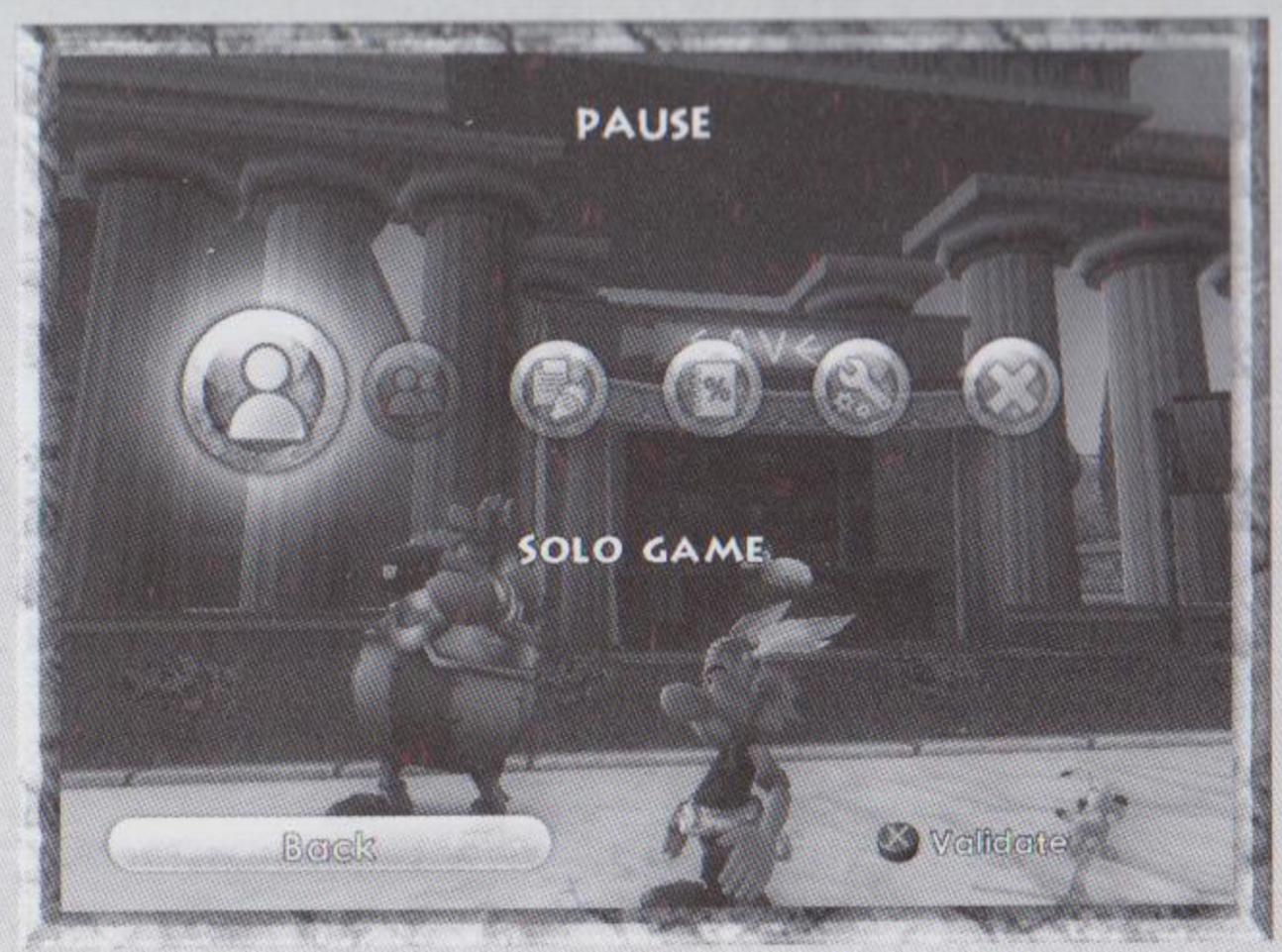


This information is not permanently displayed on-screen.

- **Shields:** The shields indicate your characters' Life Points.
- **Roman Helmets:** Number of Roman Helmets collected.
- **Helmet Multiplier Indicator:** The Helmet Multiplier increases the value of the Helmets you collect. With a x10 Multiplier, one Helmet is worth ten!
- **Magic Potion Gauge:** This indicator tells you how much time Asterix has left in Magic Potion Mode.
- **Magnesia Gauge:** This indicator tells you how much time Asterix has left before the effects of magnesia wear off. Appears on screen once you start to climb.
- **Glue Gauge:** This indicator tells you how much time Asterix or Obelix has left in glue. Appears on screen once you start to grab a Roman.
- **Contextual action**
- **Combat Lock:** Certain gates and doors remain locked until you eliminate the number of Romans indicated.
- **Countdown:** It appears when you have a limited time to complete an action.
- **Combo Tips:** Tells you the bonuses up for grabs and the attack sequence to use to succeed in the Combo challenge.

PAUSE MENU

While playing, press the START button to display the Pause Menu



PAUSE MENU

Solo Game	Continue to play a game in progress.
2 Player Game	Continue to play a game in progress in two-player mode.
Bash List	Access to a list of fighting moves and their explanation.
Statistics	You can view statistics of your progress through the game: Pigeons, Helmets and Max Hits.
Options	See Options page 11.
Quit	Return to the Game Menu.

MECHANISMS & OBJECTS

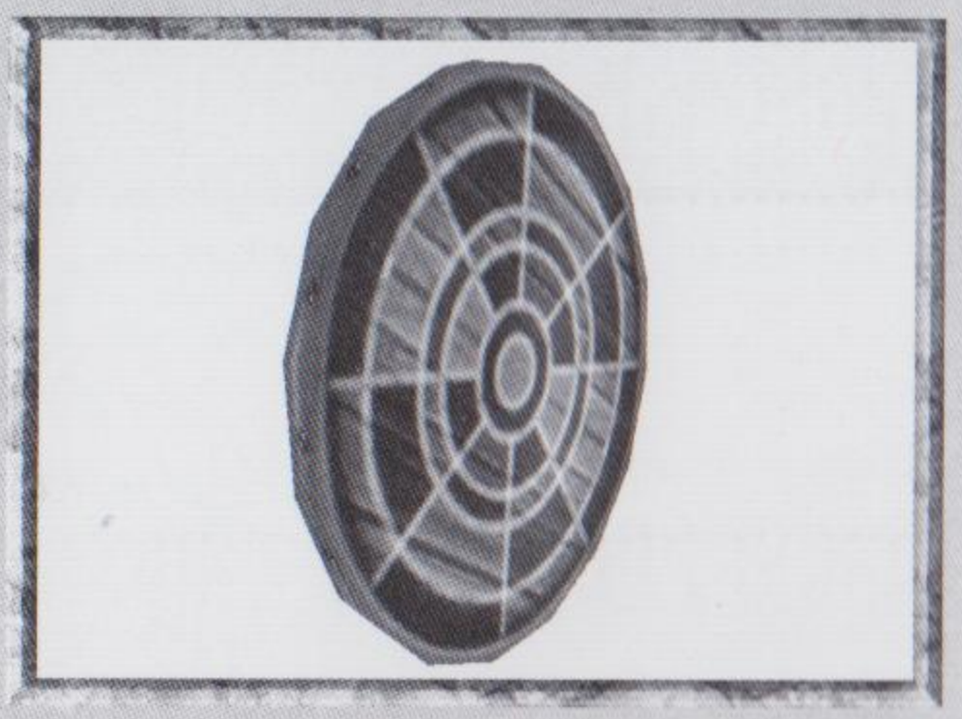
Mechanisms have an important place in the game. Some depend on interaction with the enemy; some involve you using your enemies as missiles, for example.

ROPE-PULLED CABLE CAR

The Rope-Pulled Cable Car is one variety of mechanisms you will encounter in the game. It requires both Asterix and Obelix for effective use. Asterix climbs into the cable car and Obelix automatically becomes the lead character. Obelix then has to tug the rope and pull Asterix into the right position to reach an otherwise inaccessible area. Make sure Obelix doesn't pull too hard though!

Roman Target

A Roman Target is quite simply a target at which you throw Romans. There are three steps to using a Roman Target:



1. Stun your Roman (with a Straight Bash, for example). A stunned Roman is easily recognisable by the stars spinning round his head.
2. Grab a Roman with Asterix or Obelix by pressing the △ Button twice.
3. With the Roman firmly in hand, point at the target with the left analog stick. An indicator will flash up around the target when your aim is right. Then press the △ button to launch the Roman and... Bull's-eye!

Look out for plenty of other mechanisms throughout the game.

BONUS

There are magnesia sachets and glue buckets scattered throughout the game. Each of them adds extra time to the climbing and twirling gauges. Magnesia is essential to climbing, while glue is perfect for twirling Romans longer.

This bonus enables you to multiply the value of each Helmet you collect by its value. There are two types of Multiplier: x3 and x10. It is possible to accumulate Multipliers to create even bigger Multipliers: x36 for example. Multipliers only last a certain time; when the Multiplier icon disappears from the screen, the Multiplier is no longer active and it's time to pick up another one.

Pick up a Helmet by walking over it. The number of points you score depends on the type of Helmet you pick up. The more Helmets you have the more things you can buy. There are two types of Helmet: Basic Helmets and Golden Helmets (worth 10 Basic Helmets).

Golden Helmets are less numerous than basic one in the game. As soon as a Golden Helmet is picked up, it is converted into its Basic Helmet equivalent.

You start the game with three shields. When you pick up a new shield, a quarter of a shield is added to your inventory and your Life Points are boosted to maximum level.

A Boar Ham gives you Life Points. Pick up Boar Ham by walking over it.

You need four Boar Hams to replenish a full Shield.

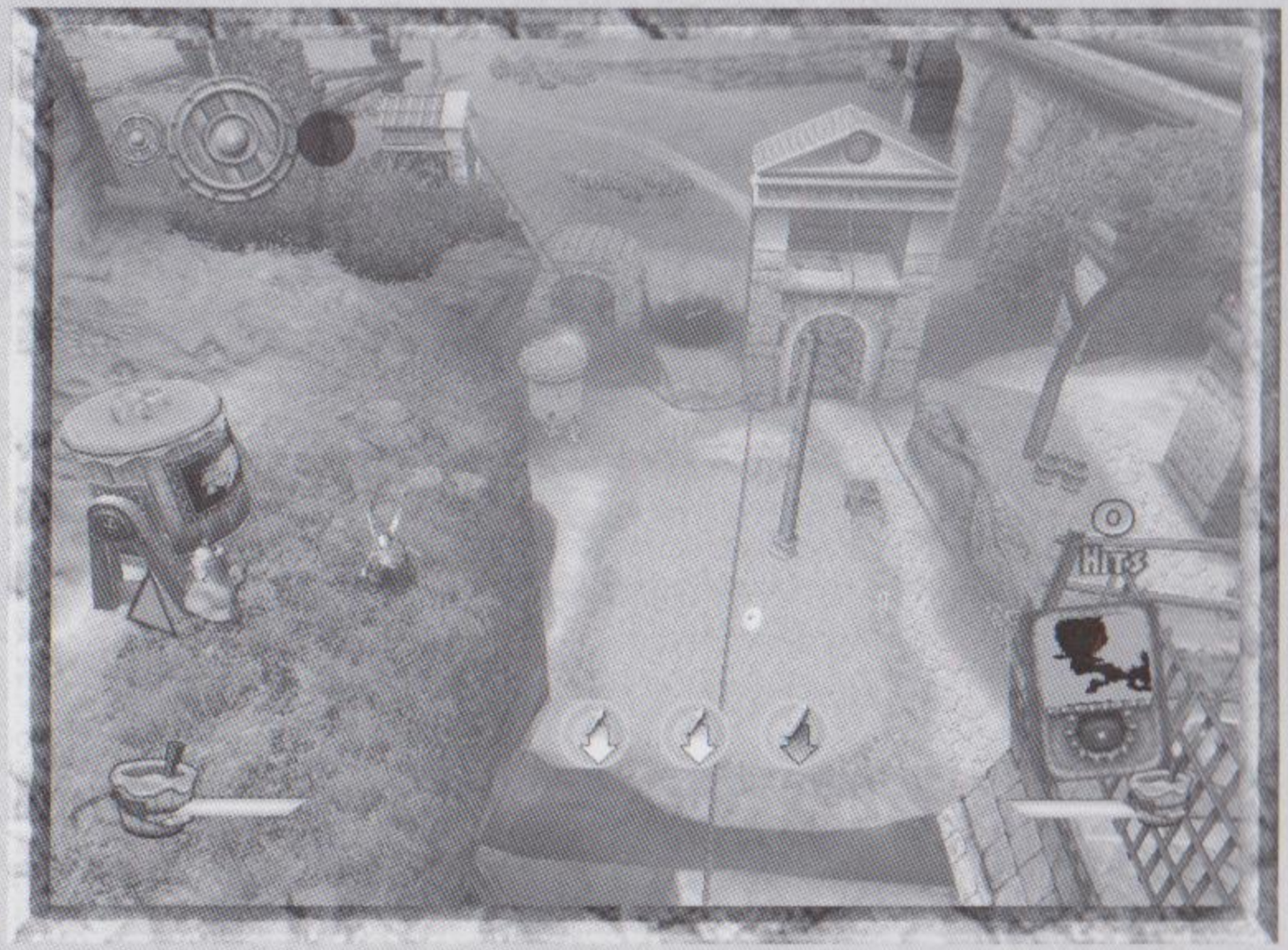
Hit the dispenser machine to release the Boar Ham that itcontains (but it costs you), or you can hit any live Boars you come across in the game to get Boar Hams.

MULTIPLAYER

This mode enables up to 2 players to play ASTERIX AT THE OLYMPIC GAMES.

Note: to play with another player, you need to connect a second controller into controller port 2.

Game screen in Multiplayer mode



This information is not permanently displayed on-screen.

- **Shields:** the shields indicator shows your characters' life points.
- **Glue:** helps you twirl Romans longer.
- **Mini-game:** For the second player to wait, and not get bored of waiting. Controls are displayed.
- **Second player's face:** indicates that the hero is off the screen or hidden by an obstacle.

ATARI Customer Service Numbers

Country	Telephone (You may be charged for calling.)	Fax	Email/Websites
• Australia	1902 26 26 26 ($2,48 Minute. Price subject to change without notice.)		support.australia@atari.com
• Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655 (€1,35 Minute) Mo. - Sa. 14.00 - 19.00 Uhr		www.de.atari.com
• Belgie	-	-	www.playstation.be nl.helpdesk@atari.com
• Danmark	+44 (0)870 850 1958 11:00 to 17:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
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• New Zealand	0900 54263 ($1,99 Minute. Price subject to change without notice.)		www.atari.com.au
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• Deutschland	Technische: 0900-1-771 882 Spielerische: 0900-1-771 883 (€1,24/Min aus dem dt. Festnetz) Mo. - Sa. 14.00 - 19.00 Uhr		www.de.atari.com
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• Norge	+44 (0)870 850 1958 11:00 to 17:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
• Portugal	+34 902 10 18 67 Segunda a Quinta: 9:00 às 18:30 - Sexta Feira: 09:00 às 15:00	-	stecnico@atari.com www.pt.atari.com
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• Schweiz	Technische: 0900-929 300 Spielerische: 0900-770 780 (2,50 CHF/Min) Mo. - Sa. 14.00 - 19.00 Uhr		www.gamecity-online.ch
• UK	Technical Support: 0870 8501958 10:00 to 16:00 Monday to Friday (except Bank Holidays)		uk.helpline@atari.com www.uk.atari.com

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• Belgique/België/Belgien — **011 516 406**

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **33 26 68 00**

Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

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All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

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Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

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• España — **902 102 102**

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 40**

Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

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